



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



Rev-D (L)

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2004 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



Table of Contents

Starting the Game	2
Game Controls	3
Story	3
Characters	4
Game Start	4
Playing the Game	6
Squares	6
Bet and Shop	7
Mini-Games	7
Creating and Saving a Motion Panel	8
DS Wireless	8
DS Download Play	9
Credits	10
Customer Support	10
License Agreement	11 - inside back cover

"Crash Boom Bang!" interactive game © 2006 Universal Interactive, Inc. Crash, Crash Bandicoot and related characters are ™ and © Universal Interactive, Inc. All Rights Reserved. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Games and the Vivendi Games logo are trademarks of Vivendi Games, Inc. All other trademarks are property of their respective owners.

Starting the Game



1. Press Power Button to turn power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert *Crash® Boom Bang!* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press Power Button to turn power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select *Crash® Boom Bang!* on the Touch Screen to launch the game.
6. The Legal Screen appears, followed by the introduction sequence.
7. Press the **A** Button to advance to the Title screen.
8. When the Title screen appears, press **START** to advance to the Main Menu.

Game Controls

CONTROL	ACTION
Control Pad	Move the cursor, select the direction of movement and skip messages.
L Button	Obstruct the top player in a mini-game by sending Motion Panels.
R Button	Not used.
A Button	Execute, move to next screen, skip messages.
B Button	Cancel, move back to previous screen, skip messages.
X Button	Roll dice by skipping use of items and Motion Panel.
Y Button	Skip messages.
START	Pause (only for Map Play during single-person play).
SELECT	Skip cut scenes.
Top Screen	Displays 3D maps and message window.
Bottom Screen	Displays screens for 2D maps, Motion Panel creation, items, bets, status, position, mini-games, etc.

Story

An invitation arrived at the Bandicoots...

It is addressed to Coco, but if she is going, all the Bandicoots are going! Crash is already thinking of what to do with the prize money.

While developing a resort in Tasmania, the Viscount found a map of an ancient city containing a power stone. He went looking for it, but there were so many puzzles that he got nowhere. So, he has gathered the world's cleverest and strongest people under the pretext of holding a race to trick them into finding the stone for him.

However, the brilliant scientist Dr. Neo Cortex is also on the guest list. The evil Dr. Cortex has learned of the stone and plans to get it himself and, at long last, achieve world domination.

The person with the most points is the winner of that stage.

Accomplishing the task set by the Viscount can greatly improve your chances of winning the stage.

The contestants may all have different intentions, but the World Cannonball Race is about to begin!

Miss Coco,

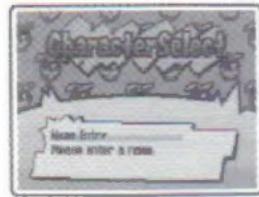
You are invited to the World Cannonball Race!
The winner gets \$100,000,000!
All modes of locomotion allowed!

The Viscount

Characters



Game Start



Note: In this manual, gray-bordered screenshots have been taken from the top screen, while those with a black border are from the bottom screen (Touch Screen).

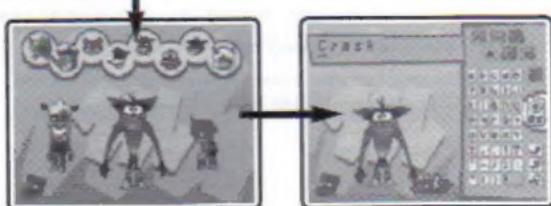
Title Screen

Touch "Start" to proceed to the Select Data screen.

Data Select Screen

You can create new data or load previously created data.

*The difficulty level is displayed after you have cleared Adventure Mode.



NEW: To create new data, select your favorite character it and name.

START: You can load data that you have already created. *This game is compatible with AutoSave.

DELETE: This deletes data that you have previously created.

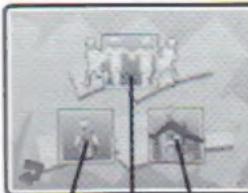
SCREEN ICONS AND HOW TO SELECT THEM: Touch the arrow once to go back to the previous screen. Touch once to shut the window. Touch to proceed to the next page. For other icons, the first touch selects them, and the second touch executes. Of course, you can also select using the +Control Pad and execute using the A Button.



Select Mode Screen

ADVENTURE MODE

The person with the most points is the winner of that stage. The overall winner of all the stages wins the World Cannonball Race prize.



FESTIVAL MODE

You can race in the stage that you reached in Adventure Mode. You can also play with all your friends. In Festival Mode, between 1 and 4 people can play with each other.



MY ROOM

Your own private room where you can play mini-games, look at your item collection and chat with other players. The decoration in the room is different for each character.



BOOKSHELF (COLLECTION)

Here you can play mini-games that you collected in Adventure Mode.

CHEST (ITEM TRADE)

You can view the collection of items obtained in Adventure Mode via DS Wireless Communications. The trade is complete between players when both accept the proposed exchange of items.

DESK (MOTION PANEL EDITING)

Once you have created a Motion Panel, you can immediately send it during a game.

Playing the Game



Adventure Mode

Wumpa Fruit is used as points in the race. The person with the most points is the winner of that stage. Accomplishing the task set by the Viscount can greatly improve your chances of winning the stage. The overall winner of all the stages wins the World Cannonball Race prize.

The stages are spread over 6 maps, with each map containing further sub-maps. All players roll the dice at the same time and move forward that many squares. Depending on the type of square that you land on, you can win or lose Wumpa Fruit, obtain an item, trigger a special event or compete in a mini-game. If you land on a fork in the road, you have to select which way you want to go with either the stylus or the +Control Pad.

Festival Mode

Select a stage and play by yourself or with your friends. The game play is fundamentally the same as in Adventure Mode. You can win if you manage to quickly pass the stage's clear conditions.

Squares

Each stage contains various squares. Stopping on as many squares as possible may help you win the World Cannonball Race. Secrets are hidden under some squares. You need certain items to turn over the squares, so it is important to collect as many items as you can.



Item Square

If you land on this square, you get an item.



Minus Square

If you land on this square, you lose points.



Battle Royale Square

All players can fight each other in a mini-game.



Plus Square

If you land on this square, you get points.



Key Item Square, Blank Square

It looks like a normal square, but the first person to stop on it could get a key item.



Battle Square

Where 1 to 4 players can fight each other in a mini-game. An opponent is automatically chosen for the player who lands in the Battle Square.



Bet and Shop

Bet

When you are not taking part in a mini-game, you can bet Wumpa Fruit on the winner. You will end up with a heap of Wumpa Fruit if you use a Motion Panel to help players you have bet on or obstruct players you have not bet on.



Shop

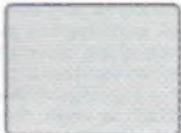
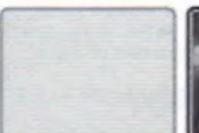
If you have a special item, you can move from the Bet screen to the Shop screen and buy and sell items! You can buy and sell items using the icon at the bottom left-hand section of the Shop screen.



Mini-Games



Crash Boom Bang has 40 action-packed mini-games you can play as a single player or remotely against friends. Crash will be challenged inland, sea and air in every conceivable manner of game. Use balance, timing and intelligence to defeat your opponents.



Creating and Saving a Motion Panel

Creating a Motion Panel

Motion Panel is the unique in-game communication tool allowing you to send customized messages (with handwriting texts, speech bubbles, arrival sounds, characters) mid-game and have fun teaming up with friends or distracting other players' gameplay.



Select the genre from the "Select Ring" in the right-hand section of the bottom screen and create your panel. There are lots of genres to chose from: balloon, word, mark, character, motion, note and sound. If the game moves onto another screen while you are creating a Motion Panel, it will remain until the stage is finished.

Displaying the Create Motion Panel Window

You can create a Motion Panel by touching the Motion Panel icon in the bottom screen or by using Desk menu in My Room mode. You can create and register frequently used Motion Panels using Desk menu in My Room mode.



Sending a Motion Panel

Once you have created a Motion Panel, you can send it by pressing the Send button in the bottom screen and touching the person that you want to send it to. Touch ALL to send the Motion Panel to everyone. Press L Button during a mini-game to send the Motion Panel to the person who is in the top position.



Saving a Motion Panel

You can save a Motion Panel so that it is always immediately available for future use. Open the Create Motion Panel window from the Desk menu in My Room and create the Motion Panel. To register the Motion Panel, just touch the Save button and select where you want to register the Motion Panel. If you specify the L icon by dragging it with the Stylus, using the L Button will send the Motion Panel.

DS Wireless Play

You can use DS Wireless in Festival Mode, the Bookshelf (mini-games) in My Room and Telephone (chat) to play with up to 4 players. When the "Which mode do you want to play?" screen opens, all participating players select the mode that they want to play in. Select Match Play and then get one of the players to select Create Game. The other players can join in by selecting Join a Game. When you join a group, you will be displayed in the "Now accepting participants" screen. Once the participants have been assembled, the person who created the group just needs to touch START to begin the game. Each player will require the Crash Boom Bang game card to play the entire game in multiplayer as well as access the motion panel communication features.

Stage Selection in Festival Mode, Mini-Game Selection in Bookshelf

The person who created the group can select the stage that he or she wants to play in Festival Mode or the mini-game that he or she wants to play in Bookshelf. By the way, the number of stages and mini-games that can be played depends on the number of games unlocked. Of course, the items that you can use in Festival Mode are the fruits of your efforts in Adventure Mode. Don't lose out to your rivals!

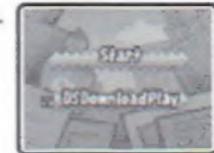


DS Download Play

Up to 4 players can play a mini-game against each other with one DS Card.

System With DS Card Inserted (Access Point)

When you select Download Play on the main menu, you are inviting other players to join you in a game. When another player has joined you, touch START to begin the transfer of the game to the remote player. You can start playing once the transfer is complete!



System With No DS Card Inserted (Client)

Get the access point player to transfer the game to you. Once the download is complete, you can begin playing as soon as the access point player starts the game.

Mini-games That Can Be Played With DS Download

The following mini-games can be played remotely when obtained by the access point console in Adventure Mode:

- Crash Canoe
- Crash on Ice
- Crash Shooting
- Carry the Goods
- Crash Pony Race

Credits

Developed by Dimpz Corporation
Supervisor Hiroshi Matsumoto
Line Producer Hironobu Inagaki
Creative Director Takeshi Narita
Chief Programmer Kazuteru Suzuki

VUG Japan
Executive Producer Masatoshi Higuchi
Managing Director Nicolas di Costanzo

Customer Support

Technical Support

Phone: (800) 630-0811
10:00 AM-8:00 PM M-F EST

Internet: <http://support.vugames.com>

Customer Service

Phone: (800) 757-7707
10:00 AM-8:00 PM M-F EST

Mail

VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725

GET INSIDE!
Join Now!

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> Now!

License Agreement

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., its subsidiaries, specifically including Sierra Entertainment, Inc., or its licensors (collectively referred to as "Licensor"). All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Licensor hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo DS™ game system.
2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Licensor. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, whose licensors may act to protect their rights in the event of any violation of this Agreement.
3. Responsibilities of End User.
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Licensor.
 - B. You are entitled to use the Program for your own use, but you are not entitled to sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Licensor; or exploit the Program or any of its parts for any commercial purpose.
4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. Licensor may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. Limited Warranty. LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program resides with You, however Licensor warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. Licensor's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
7. Limitation of Liability. NEITHER LICENSOR, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to You.
8. Equitable Remedies. You hereby agree that Licensor would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as Licensor may otherwise have available to it under applicable law. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.